

Chrysalid Matrix 001 – **Uncommon**

## AI Template

**0**



**Program-AI-2 MU**  
 Remove AI Template from the game, trash an installed resource: Pass a piece of ice. Use this ability only during an encounter with a piece of ice.  
*Any meat puppet in a storm.*


Illus. Crushman  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 002 – **Common**

## Diagnostic Agent

**0**



**Program-AI-Random-1 MU**  
 At the start of each of your turns, you may roll a die. On a 1, 2, or 3, put [1] from the bank on Diagnostic Agent. On a 4 or 5, put [2] from the bank on the Agent. On a 6, put [3] from the bank on the Agent. Use these bits only to pay for installing hardware. At the end of your turn, return to the bank any of these bits you did not spend.  
*It's not really an AI. It just thinks it is.*

Illus. Lushpix Fotosearch  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 003 – **Rare**

## Infinity Jest

**8**



**Program-2 MU**  
 All ice is encountered with its strength reduced by 2.  
 You may not trash any of the Corp's cards, even if an effect would allow you to trash cards that may not normally be trashed. During runs, you cannot pay for using any icebreaker unless that icebreaker has at least one subroutine containing at least one keyword different from the keyword ice.  
*"Anyone can get into Roar-Sol. The real trick is getting out." –Habeas Punter*

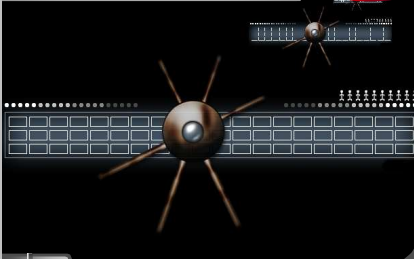
Illus. unknown  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 004 – **Common**

## Patience

**0**



**Program-Icebreaker-Stealth-2 MU**  
 At the start of each of your turns, put [1] from the bank on Patience.  
 [2]: Break ice subroutine. If successful, put [1] from the bank on Patience at the end of the run. Use these bits only to pay for using Patience.  
 [2]: +3 strength  
 You may use only use bits from stealth sources to pay for using Patience.

Illus. unknown  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 005 – **Uncommon**

## Muzzle-to-Puzzle

**3**



**Program-Icebreaker-1 MU**  
 [2]: Break ice subroutine.  
 [3]: +2 strength  
 [3]: T: The wall or sentry you just passed successfully loses its keyword wall or sentry, and instead gets the keyword code gate. If that ice leaves play, it reverts to its original keywords. Use this ability only if you broke all subroutines on that piece of ice with Muzzle-to-Puzzle, and only immediately after the encounter.

Illus. Lushpix Fotosearch  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 006 – **Rare**

## Rainmaker

**4**



**Program-Icebreaker-2 MU**  
 [0]: Break subroutine on a piece of ice with the chosen keyword.  
 [4]: +2 strength  
 [0]: Choose a keyword on any razzed piece of ice, except the keywords ice, code gate, wall, or sentry. Use this ability only once. You may use this ability during an encounter with a piece of ice.

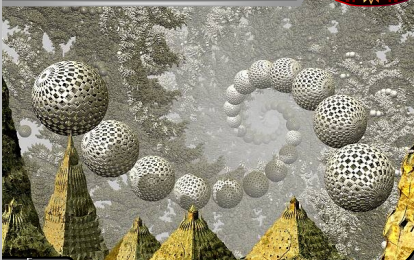
Illus. Visual Paradox  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 007 – **Rare**

## Snowball in Beta

**10**



**Program-Icebreaker-Stealth-1 MU**  
 Snowball has +1 strength for each subroutine it has broken during a run, until the end of that run.  
 [1]: Break ice subroutine.  
 [1]: +1 strength  
 Put [1] from the bank on Snowball in Beta at the end of any run during which you broke a subroutine with Snowball in Beta. Use this bit only to pay for using Snowball in Beta.  
 You may only use bits from stealth sources to pay for using Snowball in Beta.  
*"So that's where I put my backup. Now I wish I hadn't Rewritten the whole beast." –Habeas Punter*

Illus. Stefan Vitanov  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 008 – **Uncommon**

## Looking Glass

**8**



**Program-Icebreaker-Stealth-2 MU**  
 [1]: Break subroutine on a piece of ice that has strength equal to Looking Glass.  
 [1]: +1 strength for the remainder of the run  
 [1]: -1 strength for the remainder of the run  
 Put [2] from the bank on Looking Glass when it is installed. Use these bits only to pay for using Looking Glass. If you use any of these bits, replace them from the bank at the start of your next turn.  
 You may only use bits from stealth sources to pay for using Looking Glass.


Illus. Dragon vds  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 009 – **Common**

## One Hand Clapping

**9**



**Program-Icebreaker-Stealth-1 MU**  
 [2]: Break ice subroutine.  
 Put [3] from the bank on One Hand Clapping when it is installed. Use these bits only to pay for using One Hand Clapping. If you use any of these bits, replace them from the bank at the start of your next turn.  
 You may only use bits from stealth sources to pay for using One Hand Clapping.  
*It makes the CL. The other hand makes the AP.*

Illus. ThreeOH  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011



Chrysalid Matrix 010 – **Uncommon**

## Martyr

5



**Program-Icebreaker-Killer-1 MU**  
[2]: Break sentry subroutine.

[1]: +1 strength  
[1]: Prevent up to 1 brain damage and put a -1 strength counter on Martyr.

T: Prevent an installed **icebreaker** from being trashed. Use this ability only during an encounter with a piece of ice.

Illus. Deaddreamer  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 011 – **Uncommon**

## Dumpster Cam

3



**Program-Virus-1 MU**  
Whenever you make a successful run on the Archives, give the Corp a Cam counter. Three or more Cam counters cause all discards from HQ to be face up.

The Corp may remove all **Virus** counters at any time, but must then forgo its next three actions.

Illus. Zed  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 012 – **Common**

## Surge Suppressor

2



**Hardware-Overwrite**  
Whenever you are about to suffer any amount of Net damage coming from a Corp source, that damage is automatically prevented.

At the end of each turn, suffer as many Net damage as the total amount of Net damage prevented by Surge Suppressor this turn.

Only one **overwrite** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Richard Max  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 013 – **Rare**

## Hardwired Customization

2



**Hardware-Unique**  
Gain an action during each of your turns, which you must use, but only to make a run.

You may not trash any of the Corp cards that you access during runs.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

*"Always void your warranty as soon as possible. It gives you a wonderful sense of focus." –Habeas Punter*

Illus. Randis Albion  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 014 – **Rare**

## TENEBRUM™ Roundhouse

2



**Hardware**  
A deck installed in Tenebrum Roundhouse is considered either to be in play if it is face up, or out of play if it is face down. If Tenebrum Roundhouse leaves play, trash all decks in it.

A: Flip face down any deck already installed in Tenebrum Roundhouse. Then, if there are less than two decks installed in Tenebrum Roundhouse, gain [2], which you may use only to install a deck in Tenebrum Roundhouse, and install a deck face-up in Tenebrum Roundhouse. Return to the bank any of the [2] you did not spend.

A: Swap the face up/face down status of the two decks installed in Tenebrum Roundhouse.

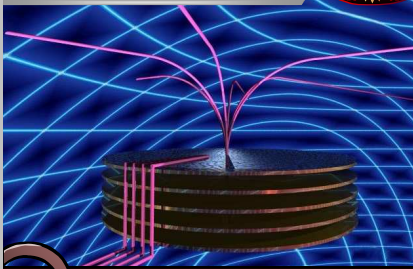
For runners. –Tenebrum advert  
Illus. Magik Unicorn  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 015 – **Uncommon**

## TENEBRUM™ Jukebox

6



**Hardware**  
Only the top program on Tenebrum Jukebox is considered to be in play. At the start of each of your turns, pay [1] or take the top program on Tenebrum Jukebox and make it the bottom program on Tenebrum Jukebox. If Tenebrum Jukebox leaves play, trash all programs in it.

A: Install a non-icebreaker program on top of Tenebrum Jukebox.

A, [1]: Take the top program on Tenebrum Jukebox and make it the bottom program on Tenebrum Jukebox.

*"Put another nickel in..."  
"What's a nickel?"*


Illus. Joel R Cheves  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 016 – **Common**

## TENEBRUM™ Runabout

6



**Hardware-Deck-Stealth**  
Provides +1 MU. At the start of each run, put [1] from the bank on Tenebrum Runabout. Use this bit only to pay for using **icebreakers** during runs, but not for using **noisy icebreakers**. At the end of each run, return the bit to the bank if you did not spend it.

Only one **deck** can be in play at a time. Trash any older decks.

*Tenebrum is one of several legit businesses started by (surviving) runners of Forward's generation. They ended up with so much in the way of profit that there was nothing for it but to invest.*

Illus. Timur Mutsaev  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 017 – **Uncommon**

## TENEBRUM™ Sidecar

7



**Hardware-Deck**  
Provides +1 MU. All tags are automatically avoided. For each [1] the Corp pays when it is about to give Runner any number of tags, one tag is not avoided by this card.

Trash a connection, T: Prevent any amount of Net damage.

Only one **deck** can be in play at a time. Trash any older decks.

*"Just sit here and put these on. You can see everything I do. It's really great." "Yeah, but is it safe?"*

Illus. Gassner  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 018 – **Common**

## Private Kelp Tank

0



**Resource**  
At the start of each of your turns, if Private Kelp Tank has a bit on it, put that bit into your bit pool; otherwise, put a bit from the bank on Private Kelp Tank.

If any of your other installed **resources** leave play, trash Private Kelp Tank.

*"All the nutrition of a three-course meal! All the flavor of... well... kelp."*

Illus. Ex-Chao  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011



Chrysalid Matrix 019 – **Uncommon**

## Archive Storage Service

**1**



### Resource-Position-Unique

**A:** Make a run on the Archives. If run is successful, and if there are no cards in the Archives, put an Induction counter in the Archives and the Corp gives you a tag.

If the Archives contain one or more Induction counters, all Corp's cards are sent to the Archives face up, and you gain [1] every time a card goes to the Archives. The Corp may remove an Induction counter by taking an action to pay [1].

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

*"Retrieval? Heh. For that, you gotta pay extra."*

Illus. Gabor Szugyi

v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 020 – **Common**

## Beta-of-the-Month Club

**2**



### Resource-Position-Random

**A, A:** Gain three consecutive actions which you may use only to install **programs**. At the end of your turn, roll a die. On a 1, return an installed program to your hand.

Illus. unknown

v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 021 – **Uncommon**

## Aubrey, Apprentice Cowboy

**3**



### Resource-Connection-Unique

At the start of each of your turns, put [1] from the bank on Aubrey, Apprentice Cowboy.

**A:** Take all the bits from Aubrey.

**[2]:** Make two consecutive runs. If both these runs are successful, forgo your next action; otherwise, forgo your next two actions. Use this ability only once per turn and only at the end of your turn.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

Illus. Rye Bread

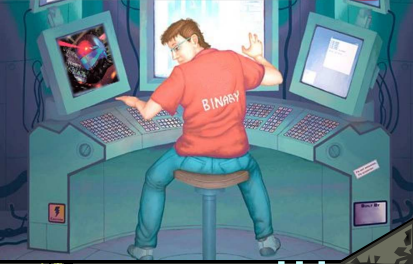
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 022 – **Uncommon**

## Markus, Apprentice Sysop

**3**



### Resource-Connection

As soon as any installed **icebreaker** has a negative strength, trash it.

Put a -1 strength counter on an installed **icebreaker**: Gain an action which you may use only to make a run, but only on HQ or R&D. If run is successful and you access any **ice** stored in the fort, choose one of those **ice** cards and one data fort. The Corp must install and rez that **ice** on that fort, at no cost, in the outermost position. Return any other cards you accessed to the fort. Use this ability only once per turn and only during your turn.

Illus. Josh West

v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 023 – **Common**

## Pug Underwood, Rogue Mechanic

**3**



### Resource-Connection-Unique

**[1]:** Gain an action, which you may use only for installing **hardware**. Use this ability only during your turn and only once per turn.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

*"Being a history buff has hurt our friend Pug. He kept trying to unionize every shop that hired him."*

—Habeas Punter

Illus. Artemis Kolakis

v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 024 – **Rare**

## Headmaster, Wilson Memorial Academy

**4**



### Resource-Position-Unique

At the start of each of your turns, you may trash an installed connection; if you choose not to do it, the Corp gives you a tag. Then, for every two installed **connections**, gain [1].

**A, A, [1]:** Gain 3 actions which you must use for making runs, all of which must be declared on different forts. Use this ability only once per turn and only if you can legally make runs during these actions.

**T:** Prevent any amount of meat damage.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

*"Punter's such a survivalist. I can't think what possessed him to take on students."* —Madeleine Vallejo, RSC Security Director

Illus. Neaux

v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 025 – **Rare**

## Jayne, Apprentice Cynic

**4**



### Resource-Connection

Trash a installed **resource**: Gain an action which you may use only to make a run on a subsidiary data fort, during which you may not trash any cards you access. Use this ability only during your turn, but not during a run, and only once per turn.

**T:** Prevent any amount of meat damage.

**A, [2]:** Look at all cards stored in HQ. Use this ability only if you made a successful run on HQ this turn.

*"She's just like a daughter to me."* —Mason Rey, CEO, Roa-Sol Codifiers, Inc.

Illus. Artemis Kolakis

v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 026 – **Common**

## Madame Rousseau's House of Constructs

**4**



### Resource-Base Link-Position-Random

Roll a die: Base link X, where X is the result of the die. Use this ability only once per trace attempt.

Gain [1] whenever you successfully use Madame Rousseau's House of Constructs to avoid a trace.

Use only one **base link** card for each trace attempt made against you.

*Every time you go in, your icon is morphed into a random historical figure. People go there just to look at each other.*

Illus. John Sledd

v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 027 – **Rare**

## Mateo, Apprentice Incompetent

**5**



### Resource-Connection

Gain [1] at the start of each of your turns. If Mateo, Apprentice Incompetent leaves play, suffer 1 brain and 1 meat damage.

Trash a piece of **hardware**: Gain an action to make a run, during which you cannot break any subroutines that do damage as part of their effect, except for tracing subroutines. Use this ability only during your turn, but not during a run, and only once per turn.

*"Clumsy, yes, but he's well-connected."*

Illus. Delsa

v1.1e


Card created by Skipper Pickle, 1998-2003, corrected 2011



Chrysalid Matrix 028 – **Rare**

## Rusty, Apprentice Vandal

**5**



**Resource-Connection**  
Reduce your hand size by 2 for the remainder of the game. Gain an action which you may use only to make a run, but only on R&D or HQ. If run is successful, you may trash at no cost one card you access that were stored in that fort, even if that card cannot normally be trashed. Use this ability only once per turn and only during your turn.

A, [2]: Shuffle your hand into your stack, then draw two cards. Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

*"You, boy, will have to learn better manners." –Vallejo, Acting Headmaster, Wilson Memorial Academy*


Illus. OrneN2501  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Chrysalid Matrix 029 – **Rare**

## Lars Dali, Consumer Advocate

**6**



**Resource-Connection-Unique**  
At the start of each of your turns, lose [2] and forgo your next action. If you have one or more tags at the end of any of your turns, trash Lars Dali, Consumer Advocate. That trashing cannot be prevented.

If the Corp has already scored any **agenda** of a particular name, all **agendas** with that name get +2 difficulty.

Only one **unique** card of a particular name can be in play at a time. If for some reason more than one is in play, trash all but one.

*"I'm easy, but I'm not cheap." –Lars Dali*

Illus. Anry  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Open War 030 – **Rare**

## Insider Trading

**0**



**Prep**  
Play only if the Corp scored any **asset agendas** during its last turn. Gain [3] per agenda point scored by the Corp during its last turn.

You cannot play more than two Insider Trading during each of your turns.

*"It's always worthwhile to know what Mason Rey knows." –Habeas Punter*


Illus. Fred Fields  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Open War 031 – **Common**

## Recombinant Source Code

**0**



**Prep**  
Uninstall two of your installed **programs** and shuffle them into your stack. Then search your stack for a **program** and gain [2], which you may use only to install that **program**. Install that **program**, if you can; otherwise, shuffle it to your stack. Shuffle your stack afterwards. Return to the bank any of the [2] you did not spend.

Illus. metaeffect  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Open War 032 – **Uncommon**

## Vid Rights

**0**



**Prep**  
Remove any number of **Bad Pulpity** points from the Corp. Gain [3] for each **Bad Pulpity** point removed in this way.

*"Never sell to the evening news what you can sell to a stim producer. The profit margin is too large to ignore." –Habeas Punter, Headmaster, Wilson Memorial Academy*

Illus. Lorin Wood  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Open War 033 – **Common**

## Sympathetic Vibrations

**1**



**Prep-Sabotage**  
Play only if you have made a successful run on HQ this turn. Pay the rez cost of a piece of rezzed **ice** to derez it and all rezzed copies of that **ice** for the remainder of the turn. At the end of the turn, the Corp may rez all of the **ice** derezzed in this way at no cost.

*"Excuse me, ma'am, but every single Mazer just went offline."*  
*"WHAT?!"*  
*"Don't hit me! Don't hit me! Don't hit me!"*

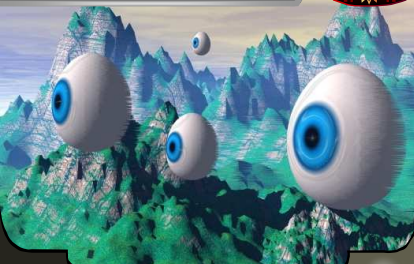
Illus. continuum2  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Open War 034 – **Common**

## What You Don't Know

**1**



**Prep-Detection**  
Expose all **ice** on a single data fort.

*...can hurt you.*

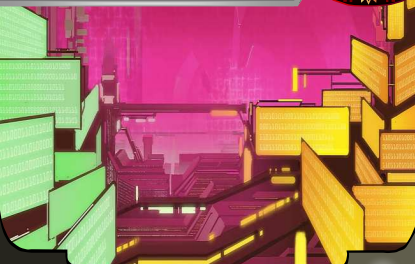
Illus. Nick Baker  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Open War 035 – **Common**

## Requisition Form Rebuild

**2**



**Prep-Detection**  
Play only if you made a successful run on the Archives this turn. Choose up to five different data forts and expose one card in or on each of those forts.

*If you learn the shredding protocols, figuring out who ordered what is a cinch. But lately, getting into Roar-Sol's Archives has been anything but a cinch.*

Illus. Mark Bot  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

Open War 036 – **Uncommon**

## Friend of a Friend of a Friend

**3**



**Prep**  
Search your stack for a **connection**, and install it at no cost. Shuffle your stack afterwards. At the end of the turn, if the **connection** is still in play, uninstall it and take it into your hand.

Illus. Janet Aulisio  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011

## Spite or Malice?



### Prep

Make a run. If run is successful, do not access cards. Instead, you may either pay [X] to remove X counters on a rezzed piece of ice on this fort, or move any number of advancement counters from a card installed in this fort to another installed card or the Corp's choice, and that can be advanced; if there is no such card, then you may pay two times [X] to remove X advancement counters on this card.



Illus. Lushpix Fotosearch  
v1.1e

Card created by Skipper Pickle, 1998-2003, corrected 2011